

# Year 7

## Design Technology and Engineering



UNIVERSITY  
Collegiate School



QUEST TRUST  
Supporting Young People from  
Early Years to Employment

Professional

Responsible

Loyal

### KS3 Design Technology & Engineering Journey



Designer  
Influence



Design for  
a User



Design for a  
Wider World



Deconstruct  
Redesign



Design as  
a TEAM

Project 4  
Food

THEME  
Healthy  
Eating



Food  
Manufacture

PROGRESS  
TO YEAR 8

Modelling

**FOCUS 4 Knowledge**  
6 R's of Sustainability  
Biomimicry  
Modelling techniques  
Architect influence – Grimshaw  
Architects, Eden Project

**FOCUS 4 Knowledge**  
Healthy Eating  
Use of the hob  
Use of the oven  
Assembly

Employer Engagement

This represents the areas  
of your course that will  
enable you to 'Get  
Ahead' by working with  
our partners.



THEME  
Sustainable  
Architecture/  
Biomimicry

Project 3B  
Design

Textiles



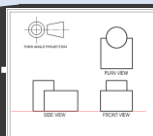
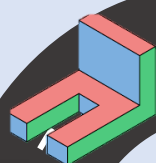
THEME  
Character  
Cushion

Project 3A  
Manufacture

**FOCUS 4 Knowledge**  
Sewing techniques and skills – applique  
Specification  
Following a step by step/template  
Design influence – John Burgerman

**FOCUS 4 Knowledge**  
Health and Safety  
Hygiene  
Use of the room  
Knife Skills

Food  
Preparation



Engineering  
Drawing  
Skills

Project 2  
Food

THEME  
Introduction  
to Food



THEME  
Drawing  
Skills

**FOCUS 4 Knowledge**  
Isometric  
Orthographic  
Presentation skills  
Rendering

**FOCUS 4 Knowledge**  
Basic tools  
Workshop safety  
CAM mechanisms  
Designer Influence Pop Art

Project 1B  
Design

Product  
Design



THEME  
Pull Along  
Toy

Project 1A  
Manufacture

YEAR  
7

